

We claim:

1. A system for transporting objects between a first and second machine where said first machine is programmed in a first language and said second machine is programmed in a second language, said system comprising:

a memory for storing code;

a first processor on said first machine for executing said code and instantiating an object on said first machine;

an output for outputting said object with persistence information to said second machine;

wherein, after said object is output from said first machine, said first processor deletes the instantiation of said object from said first machine.

2. The system according to claim 1, further comprising:

a second processor on said second machine for receiving said object with persistence information and allowing interaction with said object, said interaction creating events.

3. The system according to claim 1, further comprising:

an output of said second machine for outputting said events and said objects with said persistence information to said first machine,

wherein said first machine reinstantiates said objects based on said persistence information and handles said events as effecting said reinstantiated objects.

4. A system for manipulating objects received at a first machine from a second machine, comprising:

an input in said first machine for receiving persistence information and an event from said second machine;

a processor in said first machine for instantiating an object based in part on said persistence information;

an event handler in said first machine for handling said event in combination with modifying said object;

an output for outputting said modified object to said second machine.

5. A data structure for allowing the interchange of objects between a server and a client comprising:

a first object representation;

persistence information associated with said first object representation;
event information relating to interaction with said object.

6. A method for transporting objects between a first and second machine where said first machine is programmed in a first language and said second machine is programmed in a second language, said method comprising the steps of:

storing a code in a memory;
executing said code in a first processor on said first machine;
instantiating an object on said first machine;
outputting said object with persistence information to said second machine;
deleting said object from said first machine after said object is output from said first machine.

7. The method according to claim 6, further comprising the steps of:
receiving said object with persistence information at a second processor on said second machine and

interacting with said object, said interaction creating events.

8. The method according to claim 7, further comprising the steps of:
outputting said events and said objects with said persistence information to said first machine;

reinstantiating said objects based on said persistence information; and
handling said events as effecting said reinstantiated objects.

9. A method for manipulating objects received at a first machine from a second machine, comprising the steps of:

receiving at a first machine persistence information and an event from said second machine;

instantiating an object based in part on said persistence information in said first machine;
handling said event in combination with modifying said object;
outputting said modified object to said second machine.

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